

# Divergent Thinking

One of the goals of OM is to teach kids that there is more than one answer to a problem!

1. Generate ideas
2. Evaluate ideas

## Generate Ideas:

- Encourage Fluency (Ability to generate ideas)
- Encourage Flexibility (Ability to accept or explore other's ideas)
- Encourage Originality (Ability to come up with Zany ideas)
- Encourage Elaboration (Ability to think through ideas to the end)
- Write down ideas

## Brainstorming Techniques

### Use SCAMPER:

- S - Substitute** - components, materials, people  
To make a column the team substituted round BOXES for the wood
- C - Combine** - mix, combine with other assemblies or services, integrate  
Barbie took their 'classic doll' and added the "bratz" eyes to come up with My Scene Barbie Dolls
- A - Adapt** - alter, change function, use part of another element  
Took board from last year's performance, painted it red and now it's the chicken coop.
- M - Modify** - increase or reduce in scale, change shape, modify color.  
Take a pen, and use it as toothpick for a giant
- P - Put to another use.** Took fringe used to decorate western clothes, and made it hair for Alex's horse costume.
- E - Eliminate** - remove elements, simplify, reduce to core functionality  
Take a pair of chop sticks, use one to pick apart the metal chain of paper clips!
- R - Reverse** - turn inside out or upside down, also use of [Reversal](#).

## **Evaluate Ideas:**

1. vote – most votes wins
2. Subject Mapping
  - We needed to select a Muse from nine possibilities!
  - We needed to come up with a Famous Person who made a contribution
  - We brainstormed famous people, and Buffalo Bill was from the West, and Thalia was the Muse of Western Poetry!
3. Decision Analysis  
Set up a Matrix  
Point values down one side  
Description / Activity down the other  
See what will get you the highest points for your problem